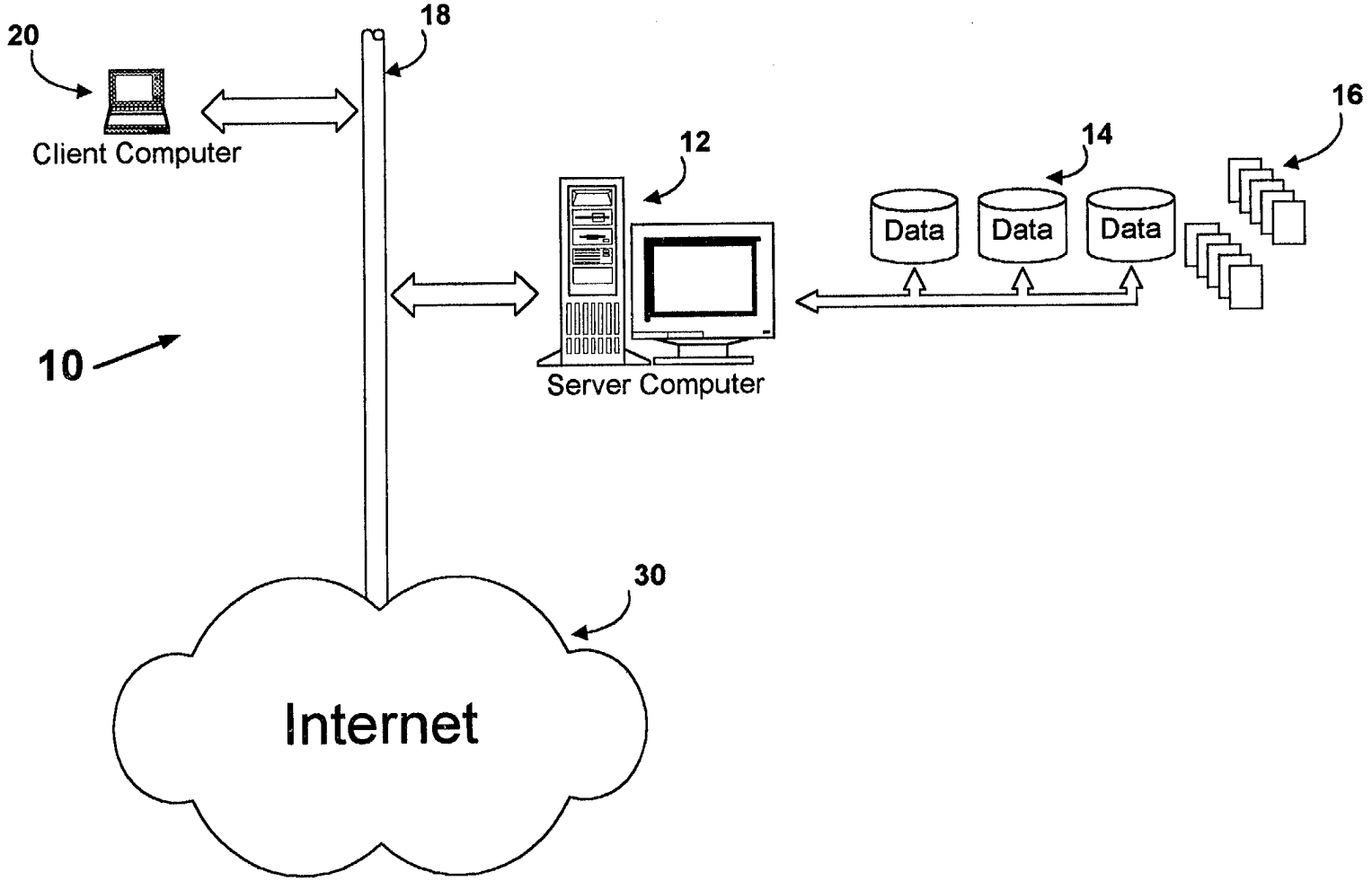
20
18
Client Computer
12
14
16
Data
Data
Data
10
Server Computer
30
Internet

FIGURE 1

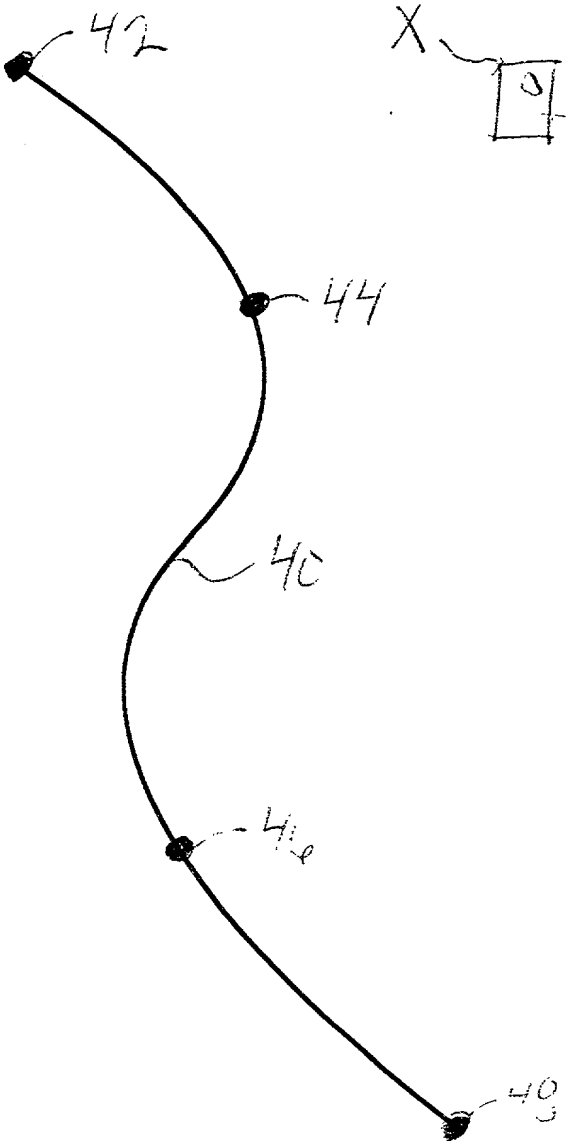

FIGURE 2A

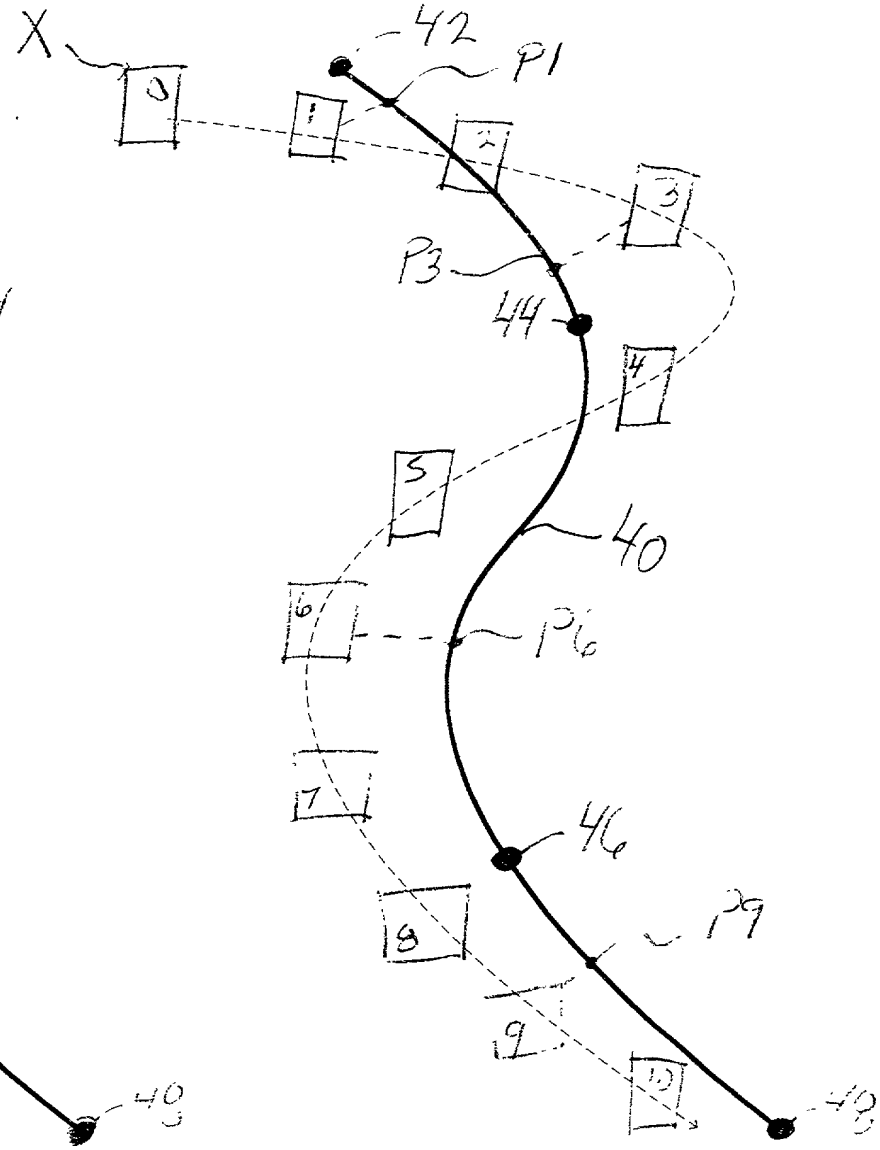

FIGURE 2B

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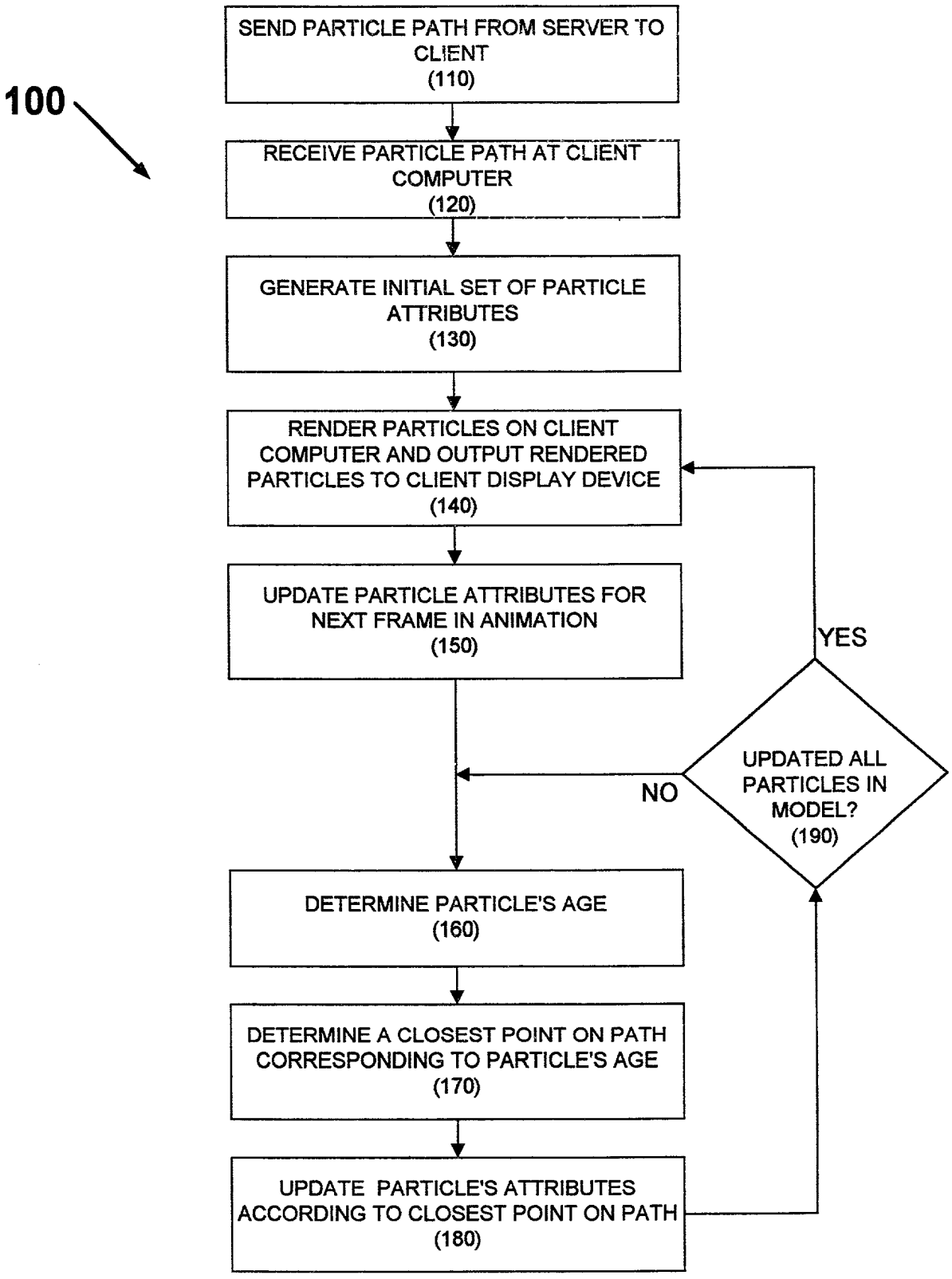
100
SEND PARTICLE PATH FROM SERVER TO CLIENT (110)
RECEIVE PARTICLE PATH AT CLIENT COMPUTER (120)
GENERATE INITIAL SET OF PARTICLE ATTRIBUTES (130)
RENDER PARTICLES ON CLIENT COMPUTER AND OUTPUT RENDERED PARTICLES TO CLIENT DISPLAY DEVICE (140)
UPDATE PARTICLE ATTRIBUTES FOR NEXT FRAME IN ANIMATION (150)
UPDATED ALL PARTICLES IN MODEL? (190)
YES
NO
DETERMINE PARTICLE'S AGE (160)
DETERMINE A CLOSEST POINT ON PATH CORRESPONDING TO PARTICLE'S AGE (170)
UPDATE PARTICLE'S ATTRIBUTES ACCORDING TO CLOSEST POINT ON PATH (180)

FIGURE 3

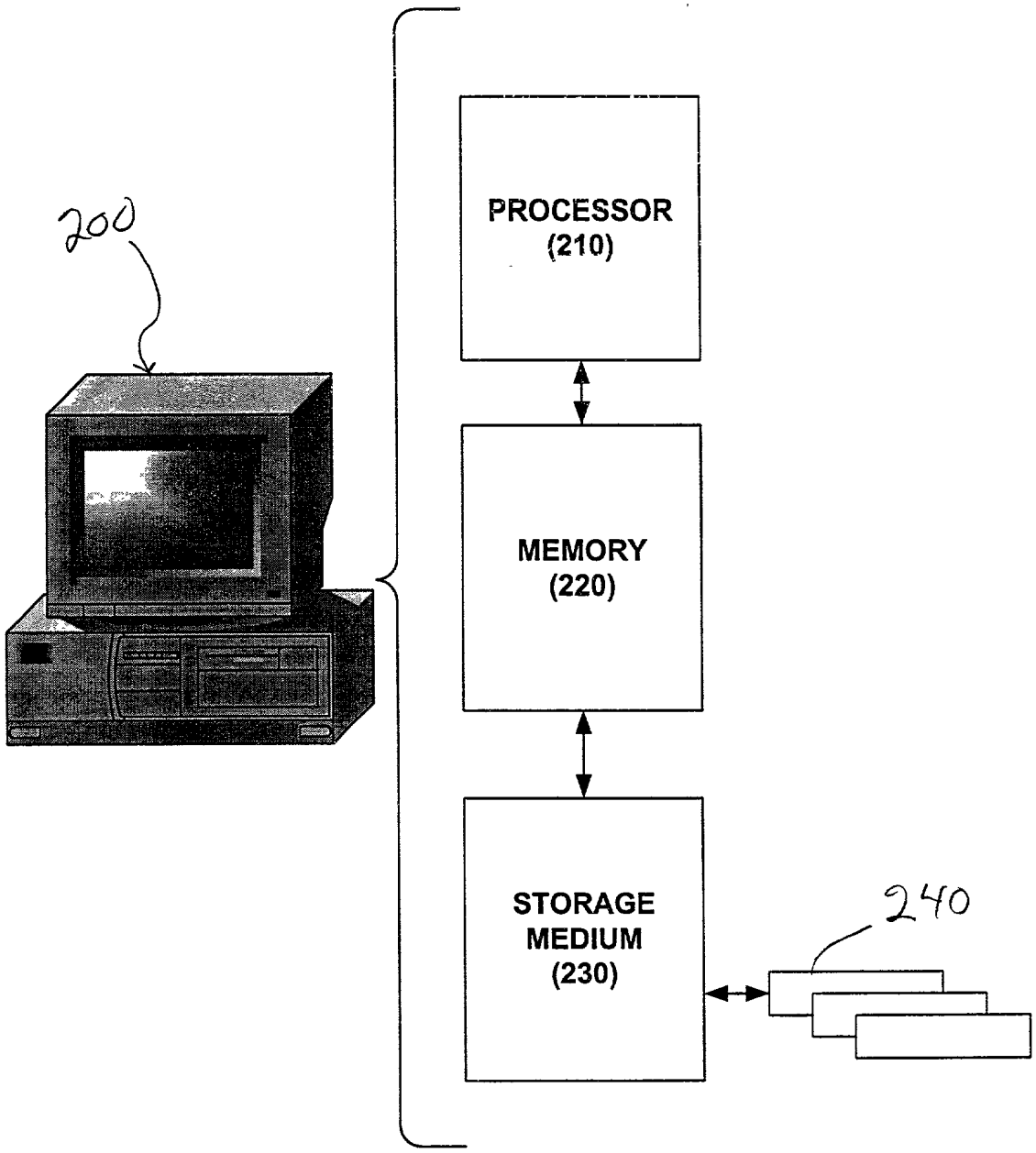

FIGURE 4